

The Armies of Tékumel

Volume II



YAN KOR AND ALLIES

The illustrations of the Gureks are numbered according to their respective army lists. The two-letter prefix before each number indicates the nationality of the figure.

These are:

YK - Yan Kor
PJ - Pijéna
GH - Ghatón
CH - Chayákkú
SA - Saá Allaqi
ML - Milumanayáni



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The Cover:

The cover depicts humans and Serudla of the Ghatoni unit, the Fangs of Drake'el, which has been sent by the rulers of that land to the aid of Baron Ald of Yan Kor.

PREFACE

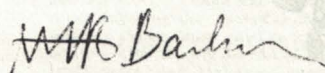
It is with great pleasure that I can now put the "Seal of the Petal Throne" upon this second volume in the series, "The Armies of Tékumel." This has been unduly long in production, and many gamers have had to make do with their own impromptu statistics when wishing to play out table-top battles using Gary Rudolph's "Missúm" rules.

I must admit that I am quite helpless when it comes to compiling factors and statistics, and without the kind assistance of various colleagues this project would never have seen publication. I want to thank Bob Brynildson and David Hautala in particular for their work in this regard. Peter Panchyshyn deserves my gratitude for having prepared the manuscript, and Craig Smith has embellished the book with his usual excellent artwork. David Arneson of "Adventure Games, Inc." has been kind enough to publish this edition, furthermore, and he and his staff have thus earned the thanks of all those who have waited patiently for so long for another piece of "Tekumeliana."

"Adventure Games, Inc." has also taken over the publication of several more items of interest to those who are interested in Tékumel. The six detailed maps prepared by Craig Smith are now published and on sale; these provide the terrain, towns, villages, ruins, fortifications, and natural features of the area around the Atkolél Heights in northwestern Tsolyánu, Pijéna, and Yán Kór where the Baron's forces are now massed to invade the Tsolyáni Empire. With this book, its predecessor ("Armies of Tékumel; Volume I, Tsolyánu"), a set of rules ("Missúm"), and the beautiful figures being produced by Ral Partha, Inc., the entire war can now be fought on the western front. Another set of six maps is being drawn up, giving the same attention to the eastern areas around the Pass of Skulls.

In addition, "Adventure Games, Inc." has republished "The Book of Ebon Bindings" (on the demonology of Tékumel) and will shortly issue "The Tsolyáni Language" (an introduction to the grammar, together with notes for travellers). More items are planned, including the remaining army lists.

I hope that you enjoy these creations. I know that I have enjoyed producing them.



Prof. M. A. R. Barker

Minneapolis, June 25, 1981



(YK-1)

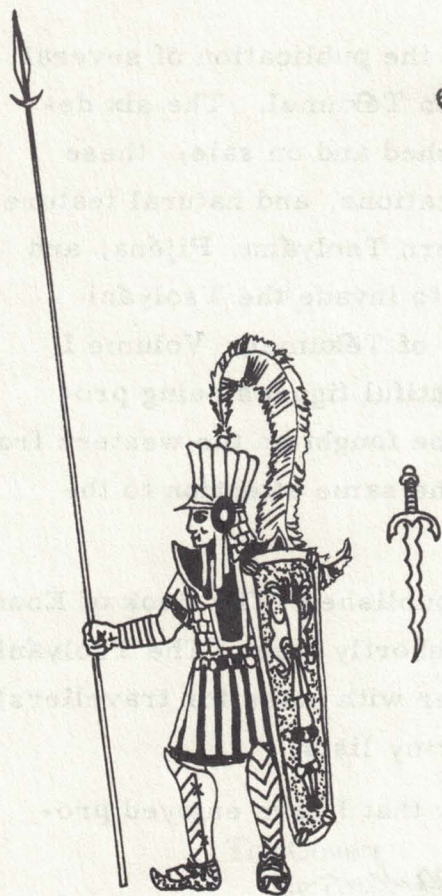


(YK-1, -5, -9, -10, -25)



Yan Koryani Officer

(all)



(YK-9, -11, -15; PJ-2)



Yan Koryani Light Infantry

(all)

FROM THE BOOK OF KÁRCHA KEDRÁYA, THE
RECORD OF MIGHTY DESTINIES, A LIST OF
THE ARMIES OF EVER-VICTORIOUS YÁN KÓR
AND HER ALLIES

The list of legions presented below includes the forces of Yán Kór, Saá Allaqf, a contingent sent to serve the Yán Koryáni by distant Chayákkú, Milumanayá, Pijéna, and Ghatón. All of these lands are presently allied -- more or less securely -- against the armies of the Seal Emperor of Tsolyánu to the south, and, should occasion arise, against the might of great Mu'ugalavýá to the west.

Yán Kór is presently ruled by the "Baron" Áld (the Tsolyáni term is Arsékmekoi, which denotes a feudal ruler of middle rank -- a title chosen to display Áld's "democratic" origins to the turbulent peoples who make up his realm). This man first appeared in Saá Allaqf as a minor tribal chieftain. After some altercation with the ruling clans of that nation he left and reappeared after some time as a mercenary in the forces of the Tsolyáni Emperor, Hetkoláinen, "He Whose Glory Never Ends," who ruled from 2,291 to 2,345 A.S. Áld served loyally for a few years but eventually fell prey to the interminable factional politics of the Tsolyáni Empire. He was betrayed and left to perish at Kádrach Field. He surrendered instead and "accepted the gold" of Yán Kór. His charisma and talent for organisation soon made him the favourite of the rulers of Yán Kór City and the ancient High Clan of Ke'ér. In time, he came to espouse the daughter of the clan-elders of the latter place, the beautiful Yilrána, although he could never formally marry her because of strict Yán Koryáni clan laws. He then began the formidable task of expanding the hegemony of Yán Kór amongst the squabbling city-states, petty rulers, local clans, and ancient traditional nobility of the north. "The waves are soothed by the right gust of wind," as the Yán Koryáni proverb has it, and Áld emerged at a time when conditions for consolidation were ripe. Within a few short years the cities of Dháru, Mákhis, and Tléku Miriyá acknowledged the suzerainty of Yán Kór. The oligarchies of Ríllá, Ngakf, and various smaller principalities joined him as well but were less than pleased to lose their shaky autonomy. The clergy of the Mad One of the city of Hlkkú and the priests of the Isle of Vrúdu preferred their own rule; yet in time they, too, came to realise that they could best survive under the green banners of Yán Kór. The Lorún tribes of the far north followed suit, and more recently the Baron has added the Ssáó (King) of his old homeland, Saá Allaqf, to his list of followers. The remote principality of Chayákkú in the northeast eventually joined him, and the warlords of the disunited "nation" of Milumanayá came under his aegis as well. Even the distant states of Mudállu and Jánnu, to the far northeast, have sent contingents, and he has added units of disaffected Mu'ugalavýáni, tall N'lfss barbarians fleeing the stern regimen of Mu'ugalavýá, the wild princes of Ghatón who are accompanied by trained Sérudla beasts into battle, nonhuman mercenaries from all over the continent, and a score of other nationalities of lesser status.

In time the Seal Emperor of Tsolyánu began to perceive Yán Kór as a growing threat, and eight expeditions were sent north to crush Baron Áld in as many years. Each time the blue-clad Tsolyáni troops were either defeated or were left with nothing. The culmination of this was the last great campaign: this time a Tsolyáni army out-maneuvred the Baron and reached the fortress of Ke'ér at a time when Áld had left it to do battle at Srigásh Field in southern Yán Kór. The Baron's "mistress," Yilrána, held out in Ke'ér, thinking that Áld would return soon. He did not, however, and the clever sappers of the Emperor breached the walls and took Ke'ér. Yilrána, the commander of a city that had refused to capitulate, was impaled before the gates, according to Tsolyáni custom. The Baron returned to find the body of his beloved and his capital nothing more than a burned and blackened shell. Since that time he has vowed vengeance before all else.

The Baron has now put together a powerful and well-trained army. He has introduced administrative and governmental reforms (admittedly based upon the vast centralised bureaucracy of Tsolyánu). He has sought far and wide for allies to aid him in his death-struggle with Tsolyánu, and it is said that he has even contacted the terrible sects of the Pariah Gods, deities long effaced from the pantheons of other lands, whose very mention is anathema to humanity. From them -- or perhaps from some other source, perhaps one of the ruins that dot the northern lands -- he has acquired the "Black Box," a gigantic device as big as a house, which is said to be a "destroyer of walls," possibly one of the incredibly ancient energy weapons of the days of high technology before Tékumel's "Time of Darkness." This enigmatic machine he has now set up across the Tsolyáni border near the city of Khirgár.

In the year 2,355 A.S. the war with Tsolyánu was accidentally begun before the Baron was ready. A quarrel between Yán Koryáni forces on their side of the border and the Tsolyáni on the other soon spread, and the Baron was forced to act before his plans were ready. Nevertheless, his troops quickly seized the Atkoléi Heights in the far northwestern corner of Tsolyánu, and army groups pushed southwest to try to take the great provincial capital of Chéne Hó, southeast towards Khirgár, and directly south off the Heights to besiege the town of Si'fs (hex 4406). Several battles were fought, but neither side made significant gains. The Yán Koryáni tenaciously held onto the Atkoléi Heights, but their advances elsewhere were stalled. The winter rains came, supplies began to give out, and troops too long in the field began to yearn for home.

Thus it has remained until the date of this writing: 2,358 A.S. The Tsolyáni Imperium has now tired of the stalemate, however, and a new and powerful expedition has just been organised to march north through the Pass of Skulls. The objectives of this force, commanded by the clever General Káikama (36th Imperial Medium Infantry), are to seize the city of Sunráya in Milumanayá and then neutralise Saá Allaqf, capturing it and blocking the way east from Tléku Miriyá if possible. For this purpose several new legions have been raised by both sides.

The Yán Koryáni have now occupied the state of Pijéna in the west and reduced it to the status of a puppet government. They thus now face the threat of Mu'ugalavýáni intervention from that direction, for the "Red Hats" of Ssa'átis have long considered little Pijéna a useful buffer and a means of access to the northern sea. The rulers of Mu'ugalavýá are by no means allies of Tsolyánu, on the other hand; they still recall the War of 2,020 A.S. with great bitterness and long for an excuse to retake the lost Protectorates of Dó Cháka and Pán Cháka once again. Both sides have thus alternately flattered and threatened Mu'ugalavýá, offering alliances and various "bargains." The situation is complicated by the fact that the Livyáni to the far southwest have now begun a determined invasion of the Tsoleí Isles -- a project fostered by the Tsolyáni, who wish to see Mu'ugalavýá discomfited and kept busy elsewhere. In turn, the "Red Hats" have allied themselves with the reptilian Shén of Shényu, who do not wish to see their mastery of the southern seas challenged by Livyáni shipping. Other Shén states, hostile to Shényu, have aligned themselves with the Livyáni-Tsolyáni axis. In the far southeast, the feudal lords of Salarvya remain more or less neutral, though they have not been above sending the Baron some clandestine aid in the form of a contingent of powerful Ahoggyá mercenaries. High strategy is thus needed, and "The pot is used most when many are hungry," as the Tsolyáni saying has it.

Although Baron Áld has styled himself "The Lord-Anointed, Elected of the Gods, Protector of the House of Ke'ér, Master of the Deeps of Penrútra, Bearer of the Amethyst Sceptre of the Clans United," and several other titles, the fact remains that his newly forged empire rests on shaky footing at best. The legions of Yán Kór (called "Gurék" in Yán Koryáni) are territorially based, each funded and manned by the dominant clans of their regions. Most of these units are loyal to the Baron personally, but were he to perish, it is thought that all cohesion would swiftly disappear. The Baron's sons, the progeny of his subsequent mistress, Lady Mmf, clan-cousin of Yilrána, are not yet old enough to ensure a continuation of his dynasty. Each Gurék must therefore be kept in line through the Baron's personal charisma. His administrative reforms (and the establishment of a secret police unit, the Surgéth, modelled after the Omnipotent Azure Legion of Tsolyánu) are too new to have taken hold as yet. His alliance with the Saá Allaqiyáni is not as secure as might appear on the surface -- the old enmities the Baron had engendered when he left Saá Allaqf still smoulder beneath the surface. His dallings with the darker powers of the Planes Beyond, moreover, and the fact that one of his closest advisors, the strange and taciturn Fy Shi'f, who may or may not be a Mihálli (one of the most remote and alien of all of the nonhuman species -- and shape-changers as well), stands ever by his elbow to give him counsel does not sit well with his human servitors and allies.

Each Yán Koryáni Gurék is regionally based. Its men (and women -- the peoples of the north are matrilineal and see nothing wrong in women sharing the battlefield with their menfolk) belong to the higher clans of its home territory, and its arms are those traditional to its area. There is no standardisation, in spite of the Baron's recent efforts to achieve this.

All supplies and materiél must be obtained through the clans which have established a particular Gurék, a task which is not always easy.

The legions of the north are not organised into "troop types," as are the rigidly structured armies of Tsolyánu and Mu'ugalavýá. Instead, each Gurék contains varying numbers of heavy infantry (the cream of the local clans), medium infantry, archers, crossbowmen, slingers, sappers, artillerymen, and light infantry (often the adolescent sons and daughters of the legionaries, trained only to harass the enemy with javelins, slings, and even thrown stones). The clans provide whatever they conceive to be their traditional specialties: e.g. the archers of the city of Mákhis are justly renowned, while in Tléku Miriyá it is the crossbow that is the prestigious weapon. The best and most standardised units are those of Ke'ér and Yán Kór City -- those under the direct command of the Baron and Fy Shi'f. These are excellent soldiers, the equals of almost anything the Tsolyáni can produce to oppose them. Other legions range from good to mediocre or even poor quality. Some -- the unruly Lorún of the far north, for instance -- are little more than barbarian bands that have been given armour and weapons. (The Baron's relations with Sf Zfris Qáya, "The Princess of the North" and ruler of the Lorún, are another story.) All in all, the Baron commands a formidable army, but it is probably inferior in quality to any the Tsolyáni may send against it. Were it not for the fact that the Seal Emperor must keep his forces ready in the west to repel a Mu'ugalavýáni incursion, and also in the southeast to guard against a Salarvyaní attack, it might be said that Yán Kór has little chance in an all-out war with the might of Tsolyánu. "Politics makes

strange bedfellows," however, and it is upon this adage that Baron Áld counts most heavily.

The Baron's allies have more or less followed the military structures of Yán Kór, organising their forces into Gurék of varying qualities. The Saá Allaqiyáni are tough, stocky, mountaineers, and their armies are perhaps second only to those of Yán Kór itself. The Pijenáni are very weak, venal, and useful only as garrison troops. The Ghatóni, on the other hand, are fierce fighters, though lacking in discipline, while the miscellany of units sent by other states of the north are more or less unknown quantities.

In addition to regular units, Yán Kór, Saá Allaqí, Pijéna, and even little Chayákkú maintain urban police forces, Sákke road guard units, and rural militias. These could be called up were an invasion imminent, but they are of relatively low quality. Like Tsolyánu, the problems of logistics and supply are solved by a confusion of mercantile clans, carters clans, suttlers, provisioners, camp followers, and scavengers, who set up clamorous camp cities behind the lines wherever the army travels. Foraging and pillage are by no means uncommon. Only Mu'ugalavyá maintains formal legions of organised support troops.

Although a Gurék may have any number of troops its founders can raise (and pay!), the Baron has managed to persuade his subjects to standardise the commands and sub-units within each legion. These are as follows:

Unit name	Number in unit	Yán Koryáni title of commanding officer	English equivalent
--	--	Átl	Soldier
Tihsém	25	Uténg	Lower subaltern
Halór	50	Ntúmír	Medium subaltern
Ghámrik	250	Shuggétl	Higher subaltern
Tihtmírk	500	Chitáfá	Captain
Tókhñ	1,000	Kérðh	Officer
Gurék	Varies	Ochúr*	General

*There is no rank analogous to the "Senior General" of a Tsolyáni army force. The generals of a group of Gurék detailed to a specific task or area elect one of their number to head a headquarters council, and this person reports to Baron Áld directly.

The same organisational pattern is observed in Saá Allaqí, Pijéna, Ghatón, and Chayákkú. The Milumanayáni adhere to the Tsolyáni structures in Sunráya and the east; in Pelesár and the western desert there is no organisation beyond that imposed by local chiefs and warlords.

Like the armies of the other nations of this part of Tékkumel, each Gurék is accompanied by a unit of priests and sorcerers trained in "battle magic": the casting of offensive spells meant to hinder or harm the enemy, and defensive spells intended to protect one's own troops from hostile magic. On the average, there may be 5-10 such magic-users per 1,000 soldiers. Battle magic is a difficult art, requiring at least 2 years of training. A military sorcerer must learn to use his/her psychic powers in complete concert with those of the others in the group, and individual, untrained magicians are all but useless to such a unit. In a major battle defensive magic dampens and neutralises the efforts of individuals, and only a collaborative spell cast by many minds at once can get through.

The battle tactics of the Yán Koryáni are described in "The Military Formations of the Nations of the Universe," by M. A. R. Barker. This has been published elsewhere. The Yán Koryáni are particularly partial to a weak centre designed only to hold, with great power concentrated in two flanking wings ("The Invincible Glory of Hnúú Téktis" is this formation's traditional name). Various other plans are also employed: e.g. "The Mace of Karakán," a powerful right flank, a centre detailed to hold, and a left flank composed of some especially strong unit ordered to advance and break the enemy's left flank.

Each Gurék is described in terms of (a) its title, (b) the name of its present commander, (c) its base-area, (d) its arms, (e) its strength, (f) its statistics showing the levels of its men, their special arms and armour, and various factors for use with the Missúm miniatures rules (the key to this section is in the rear of the book), and (g) remarks.

YÁN KORYÁNI ARMY LIST

- (1) The Gurék of the Mighty of Yán Kór: I
 Ochúr: The Baron Áld; sub-general: Ssá Qayél,
 Prince of Ke'ér
 Based: Yán Kór City

Arms: Heavy Infantry have full armour, shield, long spear, swords; Medium Infantry have half-armour, large light shields, long barbed spears, axes or swords; Crossbowmen have leather armour, chlén-hide helmets, medium crossbows, short swords; Artillerymen have leather armour, short swords

Strength: 5,000 Heavy Infantry, 3,000 Medium Infantry, 1,000 Crossbowmen, 1,000 Artillerymen, (38 two man crews for the light dart throwers, 19 four man crews for the medium ballistae, 16 six man crews for the heavy ballistae, 26 eight man crews for the onagers, 17 twelve man crews for the heavy stone throwers, 17 twenty man crews for the trebuchets)

Stats: HI							
2	10	H+3	R+3	LS	LW	-	164
16	13	28	19	14	16	-	19/10
2	8	H+2	R+2	LS	LW	-	104
16	11	24	17	12	14	-	16/9
1	6	Hs	Rs	LS	LW	-	75
16	9	18	13	10	12	-	12/7
AV.	8						122
16	11	24	17	12	14	-	16/9
Stats: MI							
1	8	M+1	R+1	LS	LW	-	88
13	11	20	13	12	14	-	13/6
2	5	Ms	Rs	LS	LW	-	54
13	8	15	11	9	11	-	9/5
AV.	6						65
13	9	17	12	10	12	-	10/5

Stats: CB							
1	4	M	-	-	SW	mcs	29
8	7	7	4	-	7	13	7/4

Stats: AT							
38:2	3	L	R	-	LW	ld	
6	6	7	7	-	6	18	2/2
19:4	3	L	R	-	LW	wd	
6	6	7	7	-	6	25	2/2

Remarks: This is the Baron's own personal Gurék. Many of its men are natives of his original homeland, Saá Allaqí, who have followed him to Yán Kór, and it is thus a highly disciplined force.

- (2) The Gurék of the Mighty of Yán Kór: II
 Ochúr: Ncháu (Lady) Mmir, sister of Ssá Qayél, Princess of Ke'ér and said to be the Baron's present mistress.

Based: Yán Kór City

Arms: Heavy Infantry have full armour, shield, long spear, swords; Medium Infantry have half armour, large light shields, long barbed spears, axes or swords; Archers have large body shields, composite bows, leather armour, short swords;

Strength: 5,000 Heavy Infantry, 4,000 Medium Infantry, 3,000 Archers

Stats: HI							
1	8	H+1	R+1	LS	LW	-	90
13	11	22	15	12	14	-	15/8
2	4	H	R	LS	LW	-	47
13	7	14	11	8	10	-	9/6
2	3	H	R	LS	LW	-	37
13	6	13	11	7	9	-	8/6
AV.	4						52
13	7	15	12	8	10	-	10/6

Stats: MI							
1	4	M	R	LS	LW	-	40
11	7	12	9	8	10	-	7/4
3	3	M	R	LS	LW	-	30
11	6	11	9	7	9	-	6/4
AV.	3						33
11	6	11	9	7	9	-	6/4

Stats: AR

1	5	L	R	-	SW	cb+1	55
11	8	7	7	-	6	10	6/2
2	3	L	R	-	SW	cb	32
11	6	7	7	-	6	6	4/2
AV.	4						40
11	7	7	7	-	6	7	5/2

(3) The Gurék of the Mighty of Yán Kór: III
 Ochúr: Ku'arsh, hereditary Clan Lord of Yán Kór City
 Based: Yan Kor City
 Arms: Heavy Infantry have full armour, shield, long spear, swords; Medium Infantry have half armour, large light shields, long barbed spears, axes or swords; Artillerymen in leather armour, round copper "chamber-pot" casques
 Strength: 5,000 Heavy Infantry, 3,000 Medium Infantry, 1,000 Artillerymen, (38 two man crews for the light dart throwers, 19 four man crews for the medium ballistae, 16 six man crews for the heavy ballistae, 26 eight man crews for the onagers, 17 twelve man crews for the heavy stone throwers, 17 twenty man crews for the trebuchets)

Stats: HI

1	5	Hs	Rs	LS	LW	-	58
11	8	17	13	9	11	-	11/6
4	4	H	R	LS	LW	-	32
11	6	13	11	7	9	-	8/6
AV.	3						37
11	6	14	11	7	9	-	9/6

Stats: MI

3	2	M	R	LS	LW	-	18
8	5	11	10	6	8	-	6/4

Stats: AT

38:2	3	L	R	-	LW	ld	
6	6	7	7	-	6	18	2/2
19:4	3	L	R	-	LW	md	
6	6	7	7	-	6	26	2/2

Remarks: Historically this is the oldest of the Yán Kóryani Gurék. It is proud of its tradition. It tends to be somewhat stuffy and conservative, however and occasionally the Baron has had rude words with the Lord Ku'arsh over tactics.

(4) The Gurék of the Valiant of Ke'ér
 Ochúr: Lord Fú Shí'í, a nonhuman and close friend of the Baron Ald
 Based: Ke'ér
 Arms: Heavy Infantry have full armour, shield, long spear, swords; Medium Infantry have half armour, morningstar, long kite-shaped shields; Archers have longbows
 Strength: 2,000 Heavy Infantry, 6,000 Medium Infantry, 3,000 Archers

Stats: HI

2	2	H	R	LS	LW	-	20
8	5	12	11	6	8	-	7/6

Stats: MI

3	5	M+1	R+1	-	MS	-	65
11	8	15	11	-	11	-	8/4
3	3	Ms	Rs	-	MS	-	39
11	6	12	10	-	9	-	6/4
AV.	4						52
11	7	13	11	-	10	-	7/4

Stats: AR

3	2	L	R	-	AX	lb	18
6	5	7	7	-	6	6	1/0

Remarks: This Gurék was once commanded by the Clanleader of Ke'ér, slain by the Baron for the failure to defend Ke'ér during the Tsolyáni invasion during which the Baron's beloved Yilrána was slain. The skill of the youth of Ke'ér with the morning-star is proverbial in the North.

(5) The Gurék of the Clan of the Red and Green Banner of Dháru
 Ochúr: Ncháu (Lady) Hu'myéek of Dháru
 Based: Dháru
 Arms: Medium Infantry have half armour, medium shield, short halberds; Crossbowmen have heavy winch crossbows, leather armour, chlén-hide helmets
 Strength: 3,000 Medium Infantry, 2000 Crossbowmen

Stats: MI

3	3	M	R	HB	-	-	24
8	6	6	9	11	-	-	6/4

Stats: CB

2	3	L	-	-	-	hc	21
6	6	4	3	-	-	14	6/4

Remarks: The skill of the youth of Dháru with the halberd is well known. The crossbowmen are set between ranks of halberdiers and fire in volleys, passing their bows back to be reloaded while taking another bow from the man behind.

(6) The Gurék of the City of Vánu
 Ochúr: Lord Vachén Vorúna of Vánu
 Based: Vánu
 Arms: Heavy Infantry have heavy armour, halberds, swords; Medium Infantry have half armour, large shields (with which these men protect the Heavy Infantry as well), javelins, swords; Archers have leather armour, long bows; Light Infantry slings, light bows, javelins, no armour
 Strength: 1,500 Heavy Infantry, 3,000 Medium Infantry, 2,000 Archers, 7,000 Light Infantry

Stats: HI

1.5	3	Hs	-	HB	LW	-	30
8	6	9	7	11	9	-	9/7

Stats: MI

3	2	M	Rs	-	LW	lj	14
8	5	11	10	-	8	3	5/4

Stats: AR

2	2	L	-	-	-	lb	3
6	5	2	2	-	-	6	3/2

Stats: LI

3	0	-	-	-	-	ns	1
4	3	0	1	-	-	1	0/1
2	0	-	-	-	-	sb	1
4	3	0	1	-	-	1	0/1
2	0	-	-	-	-	lj	1
4	3	0	1	-	-	3	0/1

Remarks: These troops come from the fishing port of Vánu. They are considered medium to good fighters and their horde of light infantry is used to harass the enemy's wings.

(7) The Gurék of the Clan of Ná-Chu'úl
 Ochúr: Clanleader Lord Fésh Garúttá of Krél
 Based: Krél but now in hex 4626 in Saá Allaquí
 Arms: Heavy Infantry has pikes and full armour; Medium Infantry have half armour and carry flails, small shields; Archers have leather armour, small shields, composite bows; Sappers have no armour, short swords, equipment for mining and siege operations
 Strength: 2,000 Heavy Infantry, 3,000 Medium Infantry, 1,500 Archers, 1,500 Sappers

Stats: HI

2	2	Hs	-	SP	-	-	18
8	5	8	7	6	-	-	8/7

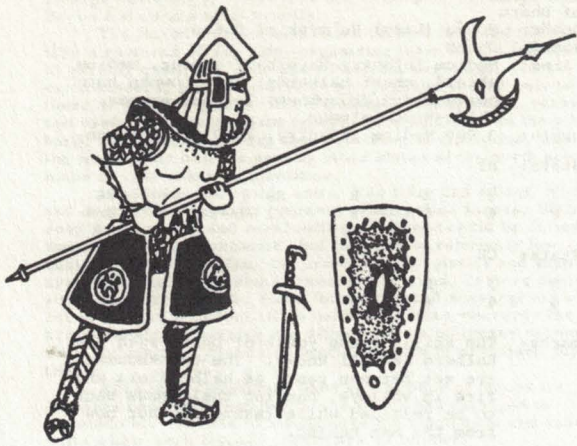
Stats: MI

3	2	M	S	-	FL	-	16
6	5	8	7	-	8	-	5/4

Stats: AR

1.5	1	L	S	-	-	cb	9
4	4	5	5	-	-	4	2/2

Remarks: The heavy infantry all fight in a phalanx-formation.



(YK-5)



(YK-7)



(YK-15)



(YK-12, -13)



(YK-8)

- (8) The Gurék of the Exalted of Hlíkku
 Ochúr: A committee of the leaders of the Sect of the Mad One
 Based: Hlíkku
 Arms: Long spears (poisoned), heavy cloaks which are of leather and offer some protection, maces, clubs
 Strength: 9,000 Light Infantry

Stats: LI

7	2	L	-	LS	MC	-	30
18	5	3	2	8	6	-	3/2
2	1	L	-	-	CL	scp	34
18	4	2	2	-	2	4	2/2

Remarks: Fanatic desert troops.

- (9) The Gurék of Tléku Miriyá
 Ochúr: Lord Zhú Kriyór, Clanleader of Tléku Miriyá
 Based: Tléku Miriyá
 Arms: Heavy Infantry have full armour, shield, long spear, swords; Medium Infantry have half armour, long oval shields, throwing spears, swords; Crossbowmen have half armour, medium crossbows, swords; Artillerymen are onager experts, leather armour short swords (125 eight man onager crews)

Stats: HI

1	7	H+2	R+2	LS	LW	-	103
13	10	21	15	11	13	-	14/8
2	3	Hs	Rs	LS	LW	-	43
13	6	15	13	7	9	-	9/7
2	2	H	R	LS	LW	-	32
13	5	12	11	6	8	-	7/4

AV.	3						51
13	6	15	13	7	9	-	9/7

Stats: MI

1	5	M	R	-	LW	ts	51
11	8	13	9	-	11	4	8/4
2	1	M	R	-	LW	ts	23
11	4	9	9	-	7	4	4/4

AV.	2						32
11	5	10	9	-	8	4	5/4

Stats: CB

1	4	Ms	-	-	SW	mcs	40
8	7	5	6	-	6	13	8/5
1.5	3	Ms	-	-	SW	mcs	27
8	6	5	5	-	6	12	7/5
AV.	3						32
8	6	5	5	-	6	12	7/5

Remarks: Lord Zhú Kriyór fields two Gurék of his own. The accuracy of the crossbowmen of this city is famous.

- (10) The Gurék of Tléku Miriyá: II
 Ochúr: Lord Zhú Kriyór; sub-general is Zhú Hésha, younger brother of Lord Zhú Kriyór
 Based: Tléku Miriyá
 Arms: Medium Infantry have light shields, half armour, pikes, short swords; Crossbowmen have half armour, medium crossbows, swords; Light Infantry have only sticks, slings, occasional swords
 Strength: 5,000 Medium Infantry, 4,000 Crossbowmen, 12,000 Light Infantry

Stats: MI

2	3	Ms	Ss	SP	SW	-	29
8	6	11	9	7	9	-	7/5
3	2	M	S	SP	SW	-	18
8	5	8	7	6	8	-	5/4
AV.	2						22
8	5	9	8	6	8	-	6/5

Stats: CB

1	4	Ms	-	-	SW	mc	35
6	7	8	5	-	10	8	8/5
3	3	M	-	-	SW	mc	22
6	6	6	4	-	9	8	6/4

AV.	3						25
6	6	7	4	-	9	8	7/4

Stats: LI

6	0	-	-	-	SW	ns	6
4	3	0	1	-	5	1	0/1
6	-2	-	-	-	SW	sc	2
2	1	0	1	-	1	1	-2/1

Remarks: Lord Zhú Hésha is only fifteen years of age; effective control of this Gurék rests in the capable hands of his elder brother.

- (11) The Gurék of the Turquoise Eye
 Ochúr: Lord Khárcha of Khárcha Sárk
 Based: Khárcha Sárk
 Arms: Heavy Infantry have full armour, shield, long spear, swords; Medium Infantry have half armour, large light shields, long barbed spears, axes or swords; Archers have leather armour but with light breastplates, composite bows; Sappers have leather armour, short swords, mining and engineering equipment
 Strength: 4,000 Heavy Infantry, 4,000 Medium Infantry, 2,000 Archers, 2,000 Sappers

Stats: HI

2	6	H+1	R+1	LS	LW	-	90
16	9	20	15	10	12	-	13/8
2	3	H	R	LS	LW	-	47
16	6	13	11	7	9	-	8/6
AV.	4						67
16	7	17	13	8	10	-	10/7

Stats: MI

1	5	Ms	R	LS	LW	-	58
13	8	14	10	9	11	-	9/5
3	2	M	R	LS	LW	-	30
13	5	10	9	6	8	-	5/4
AV.	3						37
13	6	11	9	7	9	-	6/4

Stats: AR

2	3	M	-	-	SW	cb	19
6	6	4	4	-	6	6	6/4

Remarks: Lord Khárcha serves the Baron as one of his oldest and loyalest retainers. It was he who helped the Baron gain his hegemony over Yán Kór in the first place. This Gurék fights as elite troops.

- (12) The Gurék of Vrídu
 Ochúr: Ncháu (Lady) Déq Dimáni of Vrídu
 Based: Island and city of Vrídu
 Arms: Heavy Infantry in full plate mail; Medium Infantry in half armour; both carry long spears, scimitars round shields; Light Infantry all carry maces, slings, and light shields
 Strength: 5,500 Heavy Infantry, 4,000 Medium Infantry, 4,000 Light Infantry (only virgin youths and girls dedicated to the Lord of Sacrifice, whose temple is at Vrídu)

Stats: HI

1	9	SH+3	R+3	LS	SC	-	167
18	12	29	21	15	17	-	22/14
5	8	SHs	R	LS	SC	-	84
18	11	21	13	14	16	-	16/8
AV.	8						98
18	11	22	14	14	16	-	17/9

Stats: MI

4	5	M	R	LS	SC	-	60
18	3	13	9	11	13	-	10/6

Stats: LI

4	2	-	S	-	MC	sl	31
18	5	5	3	-	6	3	2/1

Remarks: This entire Gurék consists of priests and priestesses devoted to the Lord of Sacrifice, a local form of Vimúhla. They fight as fanatics, never checking morale.

(13) The Gurék of the Fishers of the Flame
 Ochúr: Ncháu (Lady) Déq Dimáni, sub-general is
 On Nmri Dimáni, her younger brother
 Based: Island and city of Vrídu
 Arms: Heavy Infantry in full scale armour, tri-
 dents; Medium Infantry in half armour,
 tridents; Crossbowmen have half armour,
 extra large shields, heavy crossbows
 Strength: 1,000 Heavy Infantry, 10,000 Medium
 Infantry, 3,000 Crossbowmen

Stats: HI
 1 7 H+3 S+3 TTR LW - 144
 18 10 16 15 17 13 - 16/10

Stats: MI
 2 6 M+2 S+2 TTR LW - 102
 18 9 12 13 16 12 - 12/6

4 5 Ms Ss TTR LW - 67
 18 8 9 9 15 11 - 9/5

4 4 M S TTR LW - 51
 18 7 7 7 14 10 - 4/4

AV. 5 70
 18 8 9 9 15 11 - 9/5

Stats: CB
 5 5 M EL - SW hc 63
 13 8 9 10 - 7 16 8/4

Remarks: This Gurék of sea rovers and pirates could
 only be held together by the worship of
 the Lord of Sacrifice and the beauty of
 Lady Déq Dimáni. Not listed above are the
 200 Srúgánta (a type of bireme), 200 Qél
 (a type of trireme), 20 great Zírunels
 (quinquereme). They will fight anywhere
 for Lady Déq Dimáni - land, sea, or the
 demon hells.

(14) The Gurék of Niktanbó of Rúllá
 Ochúr: Lord Niktanbó Hokóida
 Based: Rúllá
 Arms: All members of this Gurék carry light bows
 and fire before assaults; Heavy Infantry
 have full armour, shield, long spear,
 swords; Medium Infantry have half armour,
 large light shields, long barbed spears,
 axes or swords; Artillerymen have half
 armour, chén-hide helmets, small portable
 ballistae on the battlefield
 Strength: 3,000 Heavy Infantry, 2,000 Medium Infantry
 1,000 Artillerymen

Stats: HI
 2 5 H+1 S+1 LP - - 72
 *13/8 8 17 13 7 - - 12/8

3 2 H S LP - - 29
 *13/8 5 10 9 4 - - 7/6

AV. 3 46
 *13/8 6 13 11 5 - - 9/7

Stats: MI
 3.5 2 M S - TAX - 25
 *13/8 5 5 7 - 12 - 5/4

Stats: LI
 6 0 - - - CL sc 10
 *6/2 3 0 1 - - 2 1 0/1

*Higher Morale when fighting in swamps.

Remarks: This Gurék is composed of men of the
 curious pallid skin and vestigial gills
 which are found characteristically among
 the inhabitants of the low-lying swamps
 along the shores of Lake Parunál. No
 person outside of natives of this area is
 ever allowed to join this Gurék, and they
 use a secret language to communicate.

(17) The Legion of Defense Against Evil
 Ochúr: Ka'am Nyél Chárshu
 Based: The headwaters of the river Vri, (hex 5622)
 Arms: Heavy Infantry have halberds, swords, full
 armour, large body shields; Medium Infantry
 have half armour, spears, swords, medium
 shields; Light Infantry have no armour,
 small large shields, slings, clubs

Strength: 4,000 Heavy Infantry, 4,000 Medium Infantry
 2,000 Light Infantry

Stats: HI
 1 5 Hs Ls HB LW - 42
 13 8 11/19 15 11 11 - 11/7

3 1 H L HB LW - 22
 8 4 6/13 13 7 7 - 6/6

AV. 2 27
 11 5 7/14 13 8 8 - 7/6

Stats: MI
 3 2 H R LS LW sc 21
 6 5 12 11 6 8 1 7/6

Stats: MI
 2 2 M R LS LW sc 19
 6 5 10 9 6 8 1 5/4

Stats: AT
 500:2 3 M - - LW ld 39
 4 6 6 6 - 6 18 6/6

Remarks: A Gurék of good but not outstanding quality,
 raised by a local wealthy clanleader
 of ancient family.

(15) The Gurék of Mákhis
 Ochúr: Clanleader Vo'ó Shirikú
 Based: Mákhis
 Arms: Medium Infantry have half armour, small
 large shields, long barbed spears, axes
 or swords; Light Infantry have no armour,
 swords, long bow
 Strength: 5,000 Medium Infantry, 7,000 Light Infantry

Stats: MI
 5 2 M T LS LW - 14
 6 5 6 5 6 8 - 4/4

Stats: LI
 1 6 - - - LW lb+1 60
 11 9 2 1 - 6 12 6/1
 6 4 - - - LW lb+1 45
 11 7 2 1 - 6 10 4/1
 AV. 4 47
 11 7 2 1 6 4/1

Remarks: The Clan of the flying Dragon-Fish of
 Mákhis takes special pride in its archers.

(16) The Gurék of Ngakú
 Ochúr: Clanleader Qú'a Nalokwéya
 Based: Ngakú
 Arms: Heavy Infantry in full chainmail of
 bronze, medium shields, long pikes; Medium
 Infantry have half armour, medium shields,
 two-handed axes; Light Infantry have no
 armour, light bows, clubs
 Strength: 5,000 Heavy Infantry, 3,500 Medium Infantry
 6,000 Light Infantry

Stats: MI
 4 3 M R LS LW - 30
 11 6 11 9 7 9 - 6/4

Stats: LI
 2 2 - T - CL sl 11
 8 5 1 2 - 2 5 2/1

Remarks: This Gurék traditionally defends Yán Kór
 against the incursions of the hideous
 Shunned Ones; only a small force has been
 left at their usual base.

(18) The Gurék of the Mariners of Hekuúma
 Ochúr: Burdán Morituúne
 Based: Chúdrak Village in hex 5407
 Arms: Medium Infantry in half armour, long tri-
 dents, small scalloped shaped shields;
 Archers have leather armour, composite
 bows, short swords
 Strength: 10,000 Medium Infantry, 3,000 Archers

Stats: MI
 2 4 M S TR SW - 33
 8 7 10 7 12 10 - 7/4

8	2	M	S	TR	SW	-	18
8	5	8	7	10	6	-	5/4
AV.	2						21
8	5	8	7	8	6	-	5/4
Stats:	AR						
3	2	L	-	-	SW	cb	13
6	5	8	2	-	6	5	3/2

Remarks: These troops are the traditional marines of the Yán Koryáni fleet, defending ships from Pijéna and Ghatón; there is very bad blood between this Gurék and that of the Fishers of the Flame.

(19) The Gurék of the Clan of the Red Forest
 Ochúr: Drú Mashtikáne
 Based: Village of Sné Kakór (hex 5113)
 Arms: Heavy Infantry have long spears, large round shields, full coats of chlén-hide mail, scimitars; Medium Infantry have half armour, large round shields, throwing javelins (2 each), scimitars; Crossbowmen have medium crossbows, leather armour, copper "chamber-pot" helmets, short swords
 Strength: 4,000 Heavy Infantry, 4,000 Medium Infantry, 3,000 Crossbowmen

Stats:	HI						
2	4	H+1	R+1	LS	SC	-	41
8	7	18	15	8	10	-	11/8
2	1	H	R	LS	SC	-	18
8	4	11	11	5	5	-	6/6
AV.	3						29
8	6	15	13	7	9	-	9/7

Stats:	MI						
1	4	M	R	-	SC	lj	34
8	7	12	9	-	12	3	7/4
2	2	M	R	-	SC	lj	19
8	5	10	9	-	8	3	5/4
1	1	M	R	-	SC	lj	17
8	4	9	9	-	7	3	4/4
AV.	2						22
8	5	10	9	-	8	3	5/4

Stats:	CB						
3	2	L	-	-	SW	mc	15
6	5	3	2	-	6	10	3/2

Remarks: This clan-based Gurék is ancient and valorous, though not exceptional.

(20) The Gurék of the Clan of the Silver Worm
 Ochúr: Kórnu Saqomé
 Based: (hex 4707)
 Arms: Heavy Infantry has pikes and full armour; Medium Infantry have half armour and carry flails, small shields; Light Infantry are all young girls, who fight with slings; Sappers are in leather armour, chlén-hide helmets, short swords
 Strength: 4,000 Heavy Infantry, 3,000 Medium Infantry, 5,000 Light Infantry, 1,000 Sappers

Stats:	HI						
1	2	Hs	Rs	SP	LW	-	25
6	3	14	13	6	8	-	8/7
2	2	H	R	SP	LW	-	19
6	5	12	11	6	8	-	7/6
1	1	H	R	SP	LW	-	17
6	4	11	11	5	7	-	7/6
AV.	2						20
6	5	12	11	6	8	-	7/6

Stats:	MI						
1	2	M	S	-	FL	-	14
4	5	8	7	-	8	-	7/6
2	1	M	S	-	FL	-	12
4	4	7	7	-	7	-	6/6
AV.	2						13
4	4	7	7	-	7	-	6/6

Stats:	LI						
5	0	-	-	-	ns	1	
2	3	0	1	-	-	1	0/1

Remarks: A clan-based Gurék dedicated to a local sea-god. This unit is of medium fighting abilities and reputation.

(21) The Gurék of Dáiche Hetrudákte
 Ochúr: Lord Dáiche Hetrudákte of the Village of Greggeésa
 Based: Greggeésa (hex 5727)
 Arms: Heavy Infantry have long pikes, full armour, scimitars; Medium Infantry have half armour, large shields, (to protect themselves and also their heavy infantry partner), swords, light bows; Light Infantry are generally untrained, spears, swords, maces

Strength: 5,000 Heavy Infantry, 3,000 Medium Infantry, 5,000 Light Infantry

Stats:	HI						
3	3	Hs	-	LP	SC	-	26
8	6	9	7	5	9	-	9/7
2	1	H	-	LP	SC	-	16
8	4	6	6	3	7	-	6/6
AV.	2						19
8	5	8	7	4	8	-	8/7

Stats:	MI						
2	2	M	Rs	-	SC	sc	23
8	5	11	10	-	8	1	5/4
1	1	M	Rs	-	SC	sc	21
8	4	10	10	-	7	1	4/4
AV.	2						22
8	5	11	10	-	8	1	5/4

Stats:	LI						
5	0	-	-	LS	AX	-	6
4	3	0	1	3	2	-	0/1

Remarks: Lord Dáiche permits only couples to join his Gurék, and it thus consists half of men and half of women. Should one partner be slain, he or she must remarry at once or leave the Gurék. Children are raised communally.

(22) The Lorún Gurék
 Ochúr: Ncháu (Lady) Srí Zírís Qayá
 Based: Hex 6120
 Arms: Heavy Infantry have full armour, leather robes and cloaks, broad-brimmed bronze helmets, barbed pikes, bossed round shields of large size, jag-toothed swords; Medium Infantry similar except lighter armour; Archers have no armour, composite bows of bone; Light Infantry are naked barbarians of both sexes, carrying a quiver full of poisoned throwing darts
 Strength: 5,000 Heavy Infantry, 6,000 Medium Infantry, 4,000 Archers, 5,000 Light Infantry

Stats:	HI						
1	6	H+1	R+1	LP	LW	-	68
8	9	20	15	8	12	-	13/8
2	2	H	R	LP	LW	-	20
8	5	12	11	4	8	-	7/6
2	1	H	R	LP	LW	-	18
8	4	11	11	3	7	-	6/6
AV.	2						28
8	5	13	12	4	8	-	8/6

Stats:	MI						
3	3	M	R	LP	LW	-	21
6	6	11	9	5	9	-	6/5
3	1	M	R	LP	LW	-	14
6	4	9	9	3	7	-	4/4
AV.	2						17
6	5	10	9	4	8	-	5/4

Stats:	AR						
1	4	-	-	-	-	cb	22
4	7	4	1	-	-	7	4/1
3	2	-	-	-	-	cb	7
4	5	2	1	-	-	5	2/1
AV.	3						11
4	6	3	1	-	-	6	3/1

Stats:	LI						
5	0	-	-	-	-	tdp	10
2	3	0	1	-	-	3	0/1

Remarks: The "Princess of the North" has raised a good Gurék from the people of northern Yán Kór, called Lorún. These people are generally hunters and fishers, but she has trained them well and now sits in the Baron's councils, where she displays her-



(YK-24)



(YK-21)



(YK-24)



(YK-16)



(YK-22, -23)

self well to his interested eye, (much to the bitter jealousy of Lady Mmir).
 N.B. Yán Kór extends some 60 hexes further to the north off the terrain map, although much of this is sub-arctic forest and tundra, inhabitable only to the Lorún.

- (23) The Gurék of the Deadly of Lorún
 Ochúr: Ncháu (Lady) Múa Zírís Qré
 Based: Off the map to the north
 Arms: Heavy Infantry have full armour, leather robes and cloaks, broad-brimmed bronze helmets, barbed pikes, bossed round shields of large size, jag-toothed swords; Medium Infantry similar except lighter armour; Archers have no armour, composite bows of bone; Light Infantry are naked barbarians of both sexes, carrying a quiver full of poisoned throwing darts
 Strength: 4,000 Heavy Infantry, 4,000 Medium Infantry, 6,000 Archers, 5,000 Light Infantry

Stats: HI									
4	3	H	LP	LW	-	25			
8	6	13	11	5	9	-	8/6		
Stats: MI									
4	2	M	R	LP	LW	-	16		
6	5	10	9	4	8	-	5/4		
Stats: AR									
6	3	-	-	-	-	cb	12		
4	6	2	1	-	-	6	3/1		
Stats: LI									
5	0	-	-	-	-	tdp	10		
2	3	0	1	-	-	3	0/1		

Remarks: Múa Zírís Qré is the younger sister of Lady Sí Zírís Qaya. These rough troops are good fighters, but are not very disciplined or experienced in spite of training.

- (24) The Gurék of Hekékka Nná
 Ochúr: Hoyógon Buráqsha
 Based: Along the rivers Vrí and Kajór in hex 5819
 Arms: Heavy Infantry in full armour, long oblong shields, jagged-toothed swords, two-handed swords for some; Medium Infantry have half armour, spears, swords; Archers have long-bows, leather armour, short swords; Light Infantry armed with light bows, clubs, maces
 Strength: 4,000 Heavy Infantry, 3,000 Medium Infantry, 3,000 Archers, 5,000 Light Infantry

Stats: HI, LW									
2	2	H	R	-	LW	-	17		
6	5	12	11	-	8	-	7/6		
Stats: HI, TAS									
2	2	H	R	TAS	-	-	19		
6	5	7	11	12	-	-	7/6		
Stats: MI									
3	1	M	R	LS	LW	-	14		
6	4	9	9	5	7	-	4/4		
Stats: AR									
3	2	L	-	-	SW	lb	11		
4	5	3	2	-	6	6	3/2		
Stats: LI									
5	2	-	-	-	MC	sc	10		
4	5	0	1	-	6	3	2/1		

Remarks: This Gurék is composed of villagers from along the river banks, plus hunters from the forests. The latter are excellent scouts, (the light infantry).

- (25) The Gurék of the Clan of the Second Moon
 Ochúr: Hishén Qaqaa
 Based: Clan headquarters in hex 5618
 Arms: Heavy infantry have full armour, extra-long spears, small oblong shields; Crossbowmen have light crossbows, leather armour, short swords; Artillerymen have half armour, copper "chamber-pot" helmets, curved swords
 Strength: 4,000 Heavy Infantry, 2,000 Crossbowmen, 1,000 Artillerymen, (38 two man crews for the light ballistae, 19 four man crews for the medium ballistae, 26 ten man crews for the heavy onagers, 20 thirty man crews for the heavy trebuchets)

Stats: HI									
4	3	Hs	Rs	SP	-	-	38		
8	6	15	13	7	-	-	9/7		

Stats: CB									
1	3	L	-	-	SW	lc	16		
4	6	4	2	-	6	8	4/2		
1	1	L	-	-	SW	lc	10		
4	4	2	2	-	6	6	2/2		
AV.	2	-	-	-	-	-	13		
4	5	3	2	-	6	7	3/2		

Stats: AT									
38:2	3	M	R	-	SW	ld			
6	6	9	9	-	6	18	2/2		
19:4	3	M	R	-	SW	md			
6	6	9	9	-	6	25	2/2		

Remarks: This clan-based Gurék is considered reasonably good. The heavy infantry fight in phalanx formations.

- (26) The Gurék of the Clan of the Black Bough
 Ochúr: Hmoqóór Gánmrul
 Based: Clan headquarters in hex 5521
 Arms: Heavy Infantry have full armour, small round shields, long spears, scimitars or axes; Medium Infantry have half armour, two-handed swords; Light Infantry have no armour and are mostly wives and camp followers armed with slings
 Strength: 3,000 Heavy Infantry, 2,000 Medium Infantry, 5,000 Light Infantry

Stats: HI									
3	2	H	S	LS	AX	-	19		
8	5	10	9	6	8	-	7/6		
Stats: MI									
2	1	M	-	TAS	-	-	13		
6	4	4	4	11	-	-	4/4		
Stats: LI									
5	0	-	-	-	-	ns	2		
2	3	0	1	-	-	1	0/1		

Remarks: A mediocre Gurék, formed by an aggressive clanleader with more bravado than sense.

- (27) The Gurék of the Purified of the City of Krél
 Ochúr: Clanleader Lord Chnúle of Krél
 Based: Krél
 Arms: Heavy Infantry have pikes and full plate armour; Medium Infantry have half armour, long spears, flails, and small shields and composite bows; Crossbowmen have full plate armour, heavy winch crossbows; Light Infantry have no armour, long spears, round medium shields, helmets of chléen-hide
 Strength: 6,000 Heavy Infantry, 2,000 Medium Infantry, 2,000 Archers, 1,000 Crossbowmen, 3,000 Light Infantry

Stats: HI									
2	5	SH+1	-	SP	-	sc	56		
8	8	14	10	9	-	1	14/10		
1	3	SH	-	SP	-	sc	22		
8	6	10	8	7	-	1	10/8		
3	1	SH	-	SP	-	sc	20		
8	4	8	8	5	-	1	8/8		
AV.3	-	-	-	-	-	-	32		
8	6	10	8	7	-	1	10/8		
Stats: MI									
2	2	M	S	LS	FL	sc	18		
6	5	8	7	6	8	1	5/4		

Stats: AR									
2	2	L	S	-	-	lb	10		
4	5	4	5	-	-	6	3/2		
Stats: CB									
1	1	SH	-	-	-	hc	18		
4	4	8	8	-	-	12	8/8		

Stats: LI									
3	1	-	R	LS	-	-	7		
4	4	5	6	5	-	-	1/1		

Remarks: These troops fight in an phalanx formation and are well trained. The general is the brother of Lord Fésh Garútta of Krél, General of the Gurék of Ná-Chu'úl (7).

(28) The Legion of the Dark of the Moons

Ochúr: Kú Tlá Shké of Mudállu
Based: Mudállu (a principality off the map to the far northeast)

Arms: Medium Infantry have long bone spears, leather armour with chlén-hide helmets and breastplates, some have double-bladed two-handed axes. Each soldier also carries 2 or 3 pots of incendiary substances to light and throw at advancing enemies just before contact.

Strength: 15,000 Medium Infantry

Stats: MI, TAX

1	6	M+2	-	TAX	-	-	81
18	9	12	7	16	-	-	11/6
2	4	Ms	-	TAX	-	-	57
18	7	8	5	14	-	-	8/5
2	3	M	-	TAX	-	-	33
18	6	6	4	13	-	-	6/4
AV.	4						46
18	7	8	5	14	-	-	8/5

Stats: MI, fp

2	3	M	-	LS	-	fp	38
18	6	6	4	9	-	3	6/4
2	0	M	-	LS	-	fp	25
18	3	3	4	6	-	3	3/4
6	-2	M	-	LS	-	fp	8
18	1	1	4	4	-	1	1/4
AV.	-1						17
18	2	2	4	5	-	2	2/4

Remarks: The Baron has also hired mercenaries from the remoter principalities beyond the northeastern borders of Yan Kor. The men of Mudallu are semi-feudal warriors who wears black felt cloaks, paint themselves with white bone designs, and serve the god Sur, a local variant of Sarku. It is said that some even worship She Who Is Not to Be Named, although this must remain a secret. The Baron has promised them religious freedom as long as they serve him.

(29) The Band of the Unmerciful Ones: I

Ochúr: (name unpronounceable)

Based: Hex 5828

Arms: Medium Infantry have full armour, light poleaxes, odd-shaped swords; some Medium Infantry have long barbed pikes, full armour, high spiked helmets, short chopping axes; Archers have leather armour, light helmets, light bows, maces

Strength: 6,000 Medium Infantry, 3,000 Archers

Stats: MI, LP

2	3	Ms	Ss	LP	AX	-	42
13	7	12	9	5	7	-	7/5

Stats: MI, PA

4	2	M	R	PA	SW	-	31
13	6	10	9	6	6	-	5/4

Stats: AR

1	3	L	-	-	MC	cb+1	35
13	7	4	2	-	6	6	4/2
2	1	L	-	-	MC	cb	20
13	5	2	2	-	6	2	2/2
AV.	2						25
13	6	3	2	-	6	5	3/2

Remarks: This legion is composed of Pygmy Folk. Although these are armoured as heavy infantry, their small size makes them equivalent to medium human infantry.

(30) The Band of the Unmerciful Ones: II

Ochúr: (name unpronounceable)

Based: Hex 5829

Arms: Medium Infantry in full armour, high crested helmets, long slender swords; Medium Infantry in full armour, helmets, long spears, short swords; Light Infantry have no armour, blowguns, and quivers of approx. 100 poisoned darts

Strength: 5,000 Medium Infantry, 3,000 Light Infantry

Stats: MI, RP

2	3	M	R	-	RP	-	36
13	7	11	9	-	7	-	6/5

Stats: MI, LS

3	2	M	R	LS	SW	-	27
13	6	10	9	4	6	-	5/4

Stats: LI

3	2	L	-	-	-	blp	27
13	6	3	2	-	-	5	3/2

Remarks: Another Legion of Pygmy Folk.

(31) The Legion of Rising to the Sun

Ochúr: Ssaeó Aó-Miú

Based: Mákhis

Arms: No armour, several light throwing javelins, light swords, light shields for assaults

Strength: 5,000 Light Flyers

Stats: LF

2	5	-	-	-	DG	lj	67
4	7	-1	-1	-	0	7	-1/-1
1	3	-	-	-	DG	lj	27
4	5	-1	-1	-	0	5	-1/-1
2	4	-	-	-	DG	lj	15
4	3	-1	-1	-	0	3	-1/-1
AV.	3						38
4	5	-1	-1	-	0	5	-1/-1

Remarks: These are Hláka flyers. They have served the Baron for many years and are intensely loyal to him personally.

(32) The Battalion of Freedom on High

Ochúr: Dzá Uyó-Eyóá

Based: Tléku Miriyá

Arms: No armour, several light throwing javelins, light swords, light shields for assaults. Although Hláka are afraid of fire, this commander has managed to persuade his troops to drop small pots of flaming oil and other inflammables upon a foe.

Strength: 7,000 Light Flyers

Stats: LF

3	4	-	-	-	lj,fi	50
4	6	-1	-1	-	6/5	-1/-1
2	2	-	-	-	lj,fi	20
4	4	-1	-1	-	4/3	-1/-1
2	1	-	-	-	lj,fi	18
4	3	-1	-1	-	3/2	-1/-1
AV.	3					32
4	5	-1	-1	-	5/4	-1/-1

Remarks: Another Hláka squadron. These serve the hereditary lords of Tléku Miriyá.

(33) The Band of G'yúdr

Ochúr: Chieftain G'yúdr of the N'lüss

Based: Yán Kór City

Arms: Half armour, large hide shields, flat visored helmets, and the great two-handed swords of the N'lüss; Light Infantry have javelins and daggers

Strength: 8,000 Medium Infantry, 3,000 Light Infantry

Stats: MI

1	7	Ms	R	TASs	-	-	117
13	11	11	10	24	-	-	11/5
4	4	M	R	TASs	-	-	74
13	8	7	9	21	-	-	7/4
3	3	M	R	TASs	-	-	54
13	7	6	9	20	-	-	7/4
AV.	4						72
13	6	7	9	21	-	-	7/4

Stats: LI

2	2	-	S	-	DG	lj	35
13	6	5	4	-	4	5	2/1

Remarks: These seven-foot tall barbarians fight in warbands and have less discipline than other troops. Their height and ferociousness make them feared.

(34) The Mighty Horde of Bárgdil

Ochúr: Chieftain Bárgdil of the N'lüss

Based: Hlíkku

Arms: Half armour, large shields, conical copper helmets, and the great N'lüss two-handed sword

Strength: 5,000 Medium Infantry

Stats: MI

1	6	M	R	TASs	-	-	94
13	10	9	9	23	-	-	9/4
2	4	M	R	TASs	-	-	74
13	8	7	9	21	-	-	7/4
2	3	M	R	TASs	-	-	54
13	7	6	9	20	-	-	6/4

AV. 4 70
13 8 7 9 21 - - 7/4

Remarks: Another N'lüss warband. These bands hate one another worse than they do any other enemy, and it is thus impossible to use them together.

(35) The Legion of Foreign Persons

Ochúr: Suendélish of Ssa'átis

Based: Yán Kór City

Arms: Heavy Infantry are armoured in full chléh-hide mail, carry spears, shields of various kinds, miscellaneous swords; Medium Infantry have less armour, spears, swords; Crossbowmen are mostly refugees from Mu'ugalavá, they wear no armour and have medium winch crossbows, short swords; Archers have no armour, short swords, longbows

Strength: 5,000 Heavy Infantry, 3,000 Medium Infantry, 3,000 Crossbowmen, 1,000 Archers

Stats: HI, Ahoggyá

1	3	Hs	Rs	LS	LW	-	120
18	9	21	19	15	19	-	17/15

Stats: HI

1	6	H+1	R+1	LS	LW	-	75
11	9	20	15	10	12	-	13/8

3	2	H	R	LS	LW	-	27
11	9	12	11	6	8	-	7/6

AV.	4						39
11	7	14	12	7	9	-	9/7

Stats: MI

1	4	M	R	LS	LW	-	40
11	7	12	9	8	10	-	7/4

1	3	M	R	LS	LW	-	30
11	6	11	9	7	9	-	6/4

1	2	M	R	LS	LW	-	25
11	5	10	9	6	8	-	5/4

AV.	3						32
11	6	11	9	7	9	-	6/4

Stats: CB

1	4	-	-	-	SW	mc	31
8	7	0	1	-	6	12	0/1

2	2	-	-	-	SW	mc	16
8	5	0	1	-	6	10	0/1

AV.	3						21
8	6	0	1	-	6	11	0/1

Stats: AR

1	3	-	-	-	SW	lb	17
8	6	0	1	-	6	7	0/1

Remarks: This force is a mixed group of wandering mercenaries, political refugees from Tsolyánu and Mu'ugalavá, nondescript non-humans, and various adventurers. Its general is a Mu'ugalaványi cashiered officer. The Baron often uses this legion's Ahoggyá as his "palace guard" since they are unbribable.

(36) The Circle of Darkened Limbs

Ochúr: (name unpronounceable)

Based: Hlíkku

Arms: two very large swords, two long and heavy spears, a round shield, (sometimes hung over the carapace and sometimes carried)

Strength: 3,000 Ahoggyá

Stats: HI

3	2	H	S	LS*	LW*	-	104
18	8	18	17	14	18	-	15/14

Remarks: Sent by the Salarvyaní Lords of Koylugá.

(37) The Horde of the Egg-Eaters of Ss-kú

Ochúr:

Based: Yán Kór City

Arms: Typical Shén axe-swords, shields, heavy long spears, some crossbow pistols

Strength: 4,000 Shén

Stats: HI

1	4	Hs	Rs	LS	LW	-	132
16	10	25	22	14	18	-	19/16

2	2	H	R	LS	LW	-	96
16	8	21	20	12	16	-	16/15

AV.	3						108
16	8	22	21	13	17	-	17/15

Stats: HI, CB

1	2	H	R	LS	LW	sx	99
16	8	21	20	12	16	3	16/15

Remarks: The Baron Áld has been gathering Shén mercenaries for some time secretly, (through Mu'ugalavá), and these have been formed into a special Legion. Their commander is a Shén mercenary who has seen service in several human wars and armies.

(38) The Victors of Rá

Ochúr: Hsú Ssi

Based: Ke'ér

Arms: Shén axe-swords, shields, heavy long spears

Strength: 3,000 Shén

Stats: HI

3	2	H	R	LS	LW	-	96
16	8	21	20	12	16	-	16/15

Remarks: Another Shén legion but of a different Egg Group that is hostile to those of the Egg-Eaters of Ss-kú

SAÁ ALLAQIYÁNI ARMY LIST

(1) The Legion of Glorious Krú

Ochúr: Gerkas Vishétru, eldest son of the Ssaó, (roughly equivalent to "King" but not hereditary)

Based: Saá Allaqiáyár

Arms: Banded armour sewn on leather, helmets of chléh-hide, double-edged axes, long oblong shields

Strength: 8,000 Heavy Infantry

Stats: HI

2	10	H+1	R+1	-	AX+1	-	112
16	13	24	15	-	18	-	17/8

2	8	Hs	Rs	-	AX	-	81
16	11	20	12	-	14	-	14/7

2	6	Hs	Rs	-	AX	-	71
16	9	18	12	-	12	-	12/7

2	2	Hs	Rs	-	AX	-	41
16	5	12	12	-	8	-	8/7

AV.	7						76
16	10	19	13	-	13	-	13/7

Remarks: This is the crack legion of Saá Allaqi. It is normally used as the Ssaó's elite palace guard.

(2) The Legion of the City of Trú

Ochúr: Amanáo Helellúdra

Based: Trú, now at hex 4627

Arms: Heavy Infantry have long mail coats of chlen-hide scales interspersed with sections of links, large round shields, glaves, long swords; Medium Infantry have half armour, spears, long shields; Archers have leather armour, longbows, short swords; Sappers have no armour, digging tools, short swords

Strength: 3,000 Heavy Infantry, 3,000 Medium Infantry, 2,000 Archers, 1,000 Sappers

Stats: HI

2	2	Hs	Rs	GL	LW	-	28
8	5	14	13	6	8	-	8/7

1	1	H	R	GL	LW	-	20
8	4	11	11	5	7	-	6/6

AV.	2						25
8	5	13	12	6	8	-	7/7

Stats: MI

3	2	M	R	LS	LW	-	16
6	5	10	9	6	8	-	5/4

Stats: AR

2	2	L	-	-	SW	lb	14
4	5	3	2	-	6	6	3/2

Remarks: This Legion is funded by the city of Trú.

(3) The Legion of Síu Káing

Ochúr: Lord Síu Káing of Krú Sekká

Based: Krú Sekká, now at hex 4828



(YK-28)



(CH-1)



(YK-29, -30)

(This illustration is twice life-size)



(PJ-1)



(ML-2)

Arms: Heavy Infantry wear articulated plate armour, carry two-handed axes; Medium Infantry have half armour, long spears or billhooks, small rectangular shields, maces; Light Infantry are mountaineers from the Jannu Range, no armour, heavy swords, small target shields

Strength: 3,000 Heavy Infantry, 5,000 Medium Infantry, 6,000 Light Infantry

Stats: HI

1	5	SHs	-	TASs	-	-	60
18	8	13	9	16	-	-	13/9
2	3	SH	-	TAS	-	-	34
18	6	10	8	13	-	-	10/8
AV.	4						42
18	7	11	8	14	-	-	11/8

Stats: MI

1	5	M	S	LS	MC	-	42
18	8	11	7	9	11	-	8/4
3	3	M	S	LS	MC	-	32
18	6	9	7	7	9	-	6/4
1	1	M	S	LS	MC	-	24
18	4	7	7	5	7	-	4/4
AV.	3						32
18	6	9	7	7	9	-	6/4

Stats: LI

6	1	-	-	LW	DG	-	7
8	4	1	1	7	3	-	1/1

Remarks: The mountaineering prowess of the little men from Jannu is proverbial. The heavies and mediums fight as fanatics.

(4) The Legion of Kárlsan

Ochúr: Kurudái, hereditary Lord of the city of Kárlsan

Based: Kárlsan

Arms: Medium Infantry have half armour, long halberds, oval shields, battleaxes; Artillerymen have leather armour and carry only finely wrought daggers

Strength: 7,000 Medium Infantry, 2,000 Artillerymen, (500 two man crews for the light ballistae, 125 eight man crews for the medium onagers)

Stats: MI

1	4	M	R	HB	AX	-	37
8	7	12	9	12	10	-	7/4
3	2	M	R	HB	AX	-	22
8	5	10	9	10	8	-	5/4
1	1	M	R	HB	AX	-	20
8	4	9	9	9	7	-	4/4
AV.	2						24
8	5	10	9	10	8	-	5/4

Stats: AT

500:2	3	L	S	-	DG	ld	
6	6	7	5	-	5	18	4/2

Remarks: A good city-based legion owing allegiance primarily to its munipale lordling.

(5) The Legion of the Priests of Light

Ochúr: (name never revealed to any outside the cult)

Based: hex 4734 (the secret temple of this sect's deity is in the mountains here)

Arms: Medium Infantry have half armour, long billhooks, helmets covering the whole face, swords; Crossbowmen wear helmet-masks, and have light crossbows, clubs

Strength: 6,000 Medium Infantry, 3,000 Crossbowmen

Stats: MI

2	4	Ms	Rs	BH	LW	-	46
11	7	14	11	8	10	-	8/5
4	3	M	R	BH	LW	-	30
11	6	11	9	7	9	-	6/4
AV.	3						35
11	6	12	10	7	9	-	7/4

Stats: CB

1	3	-	-	-	CL	lc	17
8	6	3	1	-	2	8	3/1
2	2	-	-	-	CL	lc	12
8	5	2	1	-	2	7	2/1
AV.	2						14
8	5	2	1	-	2	7	2/1

Remarks: A secret military religious sect, these priests operate according to the commands of the Saá Allaqiyáni, but they claim they owe allegiance to none except their secret god.

(6) The Legion of Kéng Hnútra

Ochúr: Lord Kéng Hnútra

Based: Village of Grái, (hex 4826)

Arms: Heavy Infantry have full scale armour, large diamond-shaped shields, long pikes, short swords; Archers have leather armour, composite bows, daggers

Strength: 4,000 Heavy Infantry, 3,000 Archers

Stats: HI

1	4	Hs	Rs	LP	SW	-	40
6	7	16	13	6	10	-	10/7
2	2	H	R	LP	SW	-	19
6	5	12	11	4	8	-	7/6
1	1	H	R	LP	Sw	-	17
6	4	11	11	3	7	-	6/6
AV.	2						24
6	6	13	12	4	8	-	8/7

Stats: AR

1	3	L	-	-	DG	cb	14
4	6	4	2	-	2	6	4/2
2	1	L	-	-	DG	cb	8
4	4	2	2	-	2	4	2/2
AV.	2						9
4	6	3	2	-	2	5	3/2

Remarks: This Legion has been formed by a local landlord and his clan. It is relatively new and untried, although his money has attracted many likely recruits.

(7) The Legion of the Edlán Chárssa of Prájnu

Ochúr: Committeeman Frás Qá

Based: Prájnu

Arms: Heavy Infantry in full chainmail of bronze, medium shields, long pikes; Light Infantry have no armour, small oblong shields, daggers, slings

Strength: 3,000 Heavy Infantry, 5,000 Light Infantry

Stats: HI

3	3	H	S	LP	-	-	34
13/8	6	11	9	5	-	-	8/6

Stats: LI

3	4	-	S	-	DG	sl	26
8/4	7	2	4	-	2	7	4/1
2	2	-	S	-	DG	sl	11
8/4	5	2	4	-	2	5	2/1
AV.	3						16
8/4	6	2	4	-	2	6	3/1

Remarks: This Legion is formed of the curiously aloof natives of the shores of Lake Parunál. Pallid men with vestigial gills that will allow no outsider to join this Legion. It is rarely brought outside of Prájnu.

(8) The Red Horde of Kilalámmu

Ochúr: Hása Burái, Chief of the Lands of Surúim

Based: (hex 4332)

Arms: Archers have leather armour, chlen-hide helmets, light shields, composite bows; Light Infantry have no armour, light javelins, daggers

Strength: 8,000 Archers, 3,000 Light Infantry

Stats: AR

1	5	L	T	-	DG	cb+1	52
6	8	4	3	-	2	12	6/2
4	4	L	T	-	DG	cb	30
6	7	4	3	-	2	10	5/2
3	3	L	T	-	DG	cb	20
6	6	4	3	-	2	8	4/2
AV.	4						30
6	7	4	3	-	2	10	5/2

Stats: LI

3	2	L	T	-	DG	lj	9
4	5	4	3	-	2	5	3/2

Remarks: A Legion formed from the men of the tribes of the high mountains. This unit's leather armour is a curious red and black chequered pattern showing their allegiance to the god of fire and darkness.

(9) The Legion of Swooping Down Upon Foes
 Ochúr: Iwáu Aé'eyá
 Based: (hex 4330)
 Arms: No armour, light throwing javelins, light shields for assaults
 Strength: 4,000 Hláka Flyers

Stats: LF									
2	3	-	-	-	DG	1j	27		
4	5	-1	-1	-	0	6	-1/-1		
2	1	-	-	-	DG	1j	21		
4	3	-1	-1	-	0	4	-1/-1		
AV.	2						24		
4	4	-1	-1	-	0	5	-1/-1		

Remarks: A Hláka force in the service of the Saá Allaqiáyá.

(10) The Legion of Chichármu of Qún
 Ochúr: Chieftain Chichármu of Qún
 Based: (hex 4130)
 Arms: Medium Infantry in half armour, long capes, copper-bossed shields, poleaxes, heavy cutlass-like swords; Light Infantry are desert men from the Dry Bay of Ssu'úm, they wear no clothing, paint their bodies black or white, carry clubs of thornbush roots
 Strength: 2,000 Medium Infantry, 6,000 Light Infantry

Stats: MI									
2	3	Ms	Rs	PA	LW	-	33		
8	6	13	11	9	9	-	7/5		
Stats: LI									
6	1	-	-	-	CL	tc	6		
4	4	0	1	-	2	3	1/1		

Remarks: A Legion partly of plainsmen and partly of desert tribesmen, often operating independently of any military control. The desert men are needed to convoy materials and troops over the deadly sands of the Dry Bay of Ssu'úm, though even they are being hurt by the increased incursions of the deadly Ssú.

(11) The Legion of the Golden Vision of Glory
 Ochúr: Mnétao Vishétru, second son of the Ssáo of Based: Saá Allaqiáyár
 Arms: Heavy Infantry have banded armour sewn on leather, chlén-hide helmets, double-edged two-handed axes, small shields; Medium Infantry have lighter armour, two-handed swords; Light Infantry have small targe shields, swords, slings; Artillerymen wear leather armour and have 18 lightning bringers, (some of which may be operable)
 Strength: 5,000 Heavy Infantry, 4,000 Medium Infantry, 2,000 Light Infantry, 1,000 Artillerymen

Stats: HI									
1	5	H+1	s	-	TAX	-	61		
11	8	12	11	-	15	-	12/8		
3	4	Hs	S	-	TAX	-	45		
11	7	10	10	-	14	-	10/7		
1	3	H	S	-	TAX	-	32		
11	6	8	9	-	13	-	8/6		
AV.	4						45		
11	7	10	10	-	14	-	10/7		
Stats: MI									
1	4	M	-	-	TAS	-	31		
8	7	7	4	-	14	-	7/4		
2	3	M	-	-	TAS	-	21		
8	6	6	4	-	13	-	6/4		
1	2	M	-	-	TAS	-	16		
8	5	5	4	-	12	-	5/4		
AV.	2						21		
8	6	6	4	-	13	-	6/4		
Stats: LI									
2	2	L	T	-	LW	SL	12		
6	5	4	3	-	6	5	3/2		

Remarks: When the Baron requested aid from the Ssáo of Saá Allaqiá for his western frontier, the Ssáo responded with these troops led by one of his sons. The prince is a good young man, but has no military experience. His troops, however, are experienced and well-drilled. The artillerymen are all of the Sect of the Priests of Light and are

armoured in steel. They serve the lightning bringers and carry only swords or maces otherwise.

CHAYAKKU'S CONTINGENT

(1) The Legion of the Snows of Mayársha
 Ochúr: Tsí Chá Vú
 Based: Krél, now at Tléku Miriyá
 Arms: Medium Infantry have half armour, skullcap helmets of chlén-hide, staff slings, used to throw small pots of highly incendiary substances, double-bladed axes; Light Infantry have leather armour, small targe shields, double-bladed axes
 Strength: 4,000 Medium Infantry, 3,000 Light Infantry

Stats: MI									
4	2	M	-	-	AX	fss	12		
4	5	5	4	-	8	5	5/4		
Stats: LI									
3	2	L	S	-	AX	-	10		
4	5	5	5	-	8	-	3/2		

Remarks: These little northerners speak their own language and can obey only the simplest commands in Yán Koryáni. They tend to run away once they have exhausted their supply of incendiary firepots.

MILUMANAYANI ARMY LIST

(1) The Legion of Akurghá, Lord Protector of Pelesár
 Ochúr: Akurghá, Warlord of Pelesár
 Based: Pelesár
 Arms: Heavy Infantry armoured in cast-off Tsolyáni or Yán Koryáni armour, halberds, long oblong shields, swords; Medium Infantry armoured in various ways, round shields, spears, swords; Light Infantry are desert tribesmen, wearing no armour, throwing spears, swords, small round hide shields
 Strength: 5,000 Heavy Infantry, 5,000 Medium Infantry, 7,000 Light Infantry

Stats: HI									
1	5	Hs	Rs	HB	LW	-	55		
8	8	17	13	13	11	-	11/7		
2	2	H	R	HB	LW	-	30		
8	5	12	11	10	8	-	7/6		
2	1	H	R	HB	LW	-	27		
8	4	11	11	9	7	-	6/6		
AV.	2						35		
8	5	13	12	10	8	-	5/4		
Stats: MI									
2	2	M	R	LS	LW	-	16		
6	5	10	9	6	8	-	5/4		
3	1	M	R	LS	LW	-	14		
6	4	9	9	5	7	-	4/4		
AV.	1						15		
6	4	9	9	5	7	-	4/4		
Stats: LI									
7	1	-	S	-	SW	ts	8		
2	4	3	4	-	6	5	1/1		

Remarks: An untrustworthy and turbulent unit, devoted to the person of Lord Akurghá and to his council of leaders. There is a good chance that the Baron can persuade this warlord to join his forces. The Mu'uglav-yáni rebel, General Mi'itlénish is now at Pelesár, and this places added pressure on Lord Akurghá to join Yán Kór.

(2) The Battalions of Lord Firáz Zhavéndu of Sunráya
 Ochúr: Lord Firáz Zhavéndu
 Based: Sunráya
 Arms: Heavy Infantry armoured in full armour, small shields, long halberds, curved swords; Medium infantry have lighter armour, spears, curved swords, bows, small shields; Light Infantry are mountaineers and desert nomads, with spears, bows, clubs
 Strength: 5,000 Heavy Infantry, 3,500 Medium Infantry, 6,000 Light Infantry

Stats: 1									
1	4	Hs	S	HB	SW				

Stats: HI							
1	4	Hs	S	HB	SW	-	41
8	7	10/13	10	12	10	-	10/7
2	3	H	S	HB	SW	-	29
8	6	8/11	9	11	9	-	8/5
2	2	H	S	HB	SW	-	24
8	5	7/10	9	10	8	-	7/4
AV.	3						29
8	6	8/11	9	11	9	-	7/4

Stats: MI							
1	5	M	S	LS	SW	sc	49
8	8	11	7	9	11	1	8/4
1	4	M	S	LS	SW	sc	39
8	7	10	7	8	10	1	7/4
1.5	3	M	S	LS	SW	sc	29
8	6	9	7	7	9	1	6/4
AV.	4						29
8	7	10	7	8	10	1	6/4

Stats: LI							
6	1	-	S	SS	-	sc	7
2	4	3	4	4	-	2	1/1

Remarks: This local warlord is about all the central government Milumanayá has. There is no loyalty between him and Lord Akurghá. Most nomadic tribesmen insist on some form of "democratic" government, and hence no leader can arise larger than the tribal elder or charismatic chieftain.

- (3) The Legion of the Place of Skulls
 Kérdu: Lord Firáz Mmulávu Zhavénu, son of Lord Firáz Zhavénu
 Based: Hex 4421
 Arms: Heavy Infantry armoured in full armour, small shields, long halberds, curved swords; Medium Infantry have lighter armour, spears, curved swords, bows, small shields; Light Infantry are desert nomads who may not remain loyal. They are armed with spears, bows, and daggers
 Strength: 5,000 Heavy Infantry, 7,000 Medium Infantry, 8,000 Light Infantry

Stats: HI							
2	6	Hs	Ss	HB	SW	-	66
11	9	12/15	11	14	12	-	12/7
2	5	H	S	HB	SW	-	55
11	8	10/13	9	13	11	-	10/6
1	4	H	S	HB	SW	-	45
11	7	9/12	9	12	10	-	9/6
AV.	5						58
11	8	11/14	10	13	11	-	11/6

Stats: MI							
2	5	M	S	LS	SW	sc	56
11	8	11	7	9	11	1	8/4
3	4	M	S	LS	SW	sc	46
8	7	10	7	8	10	1	7/4
2	3	M	S	LS	SW	sc	36
8	6	9	7	7	9	1	6/4
AV.	4						46
8	7	10	7	8	10	1	7/4

Stats: LI							
8	2	L	S	SS	DG	sc	10
2	5	4	5	5	2	3	3/2

Remarks: These troops are actually supported by the Seal Emperor of Tsolyánu, and Lord Firáz Mmulávu Zhavénu is an open partisan of the Tsolyáni. His father hates Tsolyánu, however, and he has plotted several times to have his son assassinated, (and vice-versa). Were a war to begin, this Legion would almost certainly fight for Tsolyánu.

PIJENÁNI ARMY LIST

- (1) The Legion of the Priests of She Who is Not Seen
 Ochúr: High Priest, Lord Dbál Chrésha
 Based: Pijnár
 Arms: Heavy Infantry have small round shields, full armour, long pikes, short swords; Medium Infantry have half armour, high

Strength: 5,000 Heavy Infantry, 3,000 Medium Infantry, 3,000 Archers

Stats: HI							
2	4	Hs	Ss	LP	SW	-	49
11	7	14	11	6	10	-	10/7
2	2	H	S	LP	SW	-	27
11	5	10	9	4	8	-	7/6
AV.	3						35
11	6	11	9	5	9	-	8/6

Stats: MI							
2	3	M	R	LS	AX	-	23
8	6	11	9	7	9	-	6/4
1	1	M	R	LS	AX	-	16
8	5	9	9	5	7	-	4/4
AV.	2						18
8	5	10	9	6	8	-	5/4

Stats: AR							
1	3	L	-	-	AX	1b	16
4	6	3	2	-	6	7	4/2
2	1	L	-	-	AX	1b	10
4	4	3	2	-	6	5	2/2
AV.	2						11
4	5	3	2	-	6	6	3/2

Remarks: This Legion is the best that Pijéna can manage. It is largely staffed by Yán Koryáni officers, and Mu'ugalavyani renegades, although its troopers and its chief officers are natives of Pijéna. It is governed by the Priests of the ancient deity of Pijéna, a form of Avánthe.

- (2) The Inimitable Forces of Ancient Kái
 Ochúr: Rdésh Pré, High Priest of the Goddess in Kái
 Based: Kái
 Arms: Heavy Infantry have small round shields, full armour, long pikes, short swords; Medium Infantry have half armour, tall conical helmets, large oval shields, barbed spears, swords, maces, or morningstars; Crossbowmen have light armour, heavy winch crossbows, short swords; Light Infantry are mainly junior priests and priestesses armed with spears, axes, or clubs
 Strength: 2,500 Heavy Infantry, 2,000 Medium Infantry, 2,000 Crossbowmen, 6,000 Light Infantry

Stats: HI							
1.5	3	H	R	LP	SW	-	26
8	6	13	11	5	9	-	8/6
1	1	H	R	LP	SW	-	19
8	4	11	11	3	7	-	6/6
AV.	2						23
8	5	12	11	4	8	-	7/6

Stats: MI							
2	1	M	R	LS	MS	-	14
6	4	9	9	5	7	-	4/4

Stats: CB							
2	1	L	-	-	SW	hc	11
4	4	2	2	-	6	12	2/2

Stats: LI							
3	0	-	-	LS	-	-	6
6	3	0	1	4	-	-	0/1
3	0	-	-	-	AX	-	7
6	3	0	1	-	6	-	0/1

Remarks: Another priestly legion, good considering its various elements.

GHATONI ARMY LIST

- (1) The Fangs of Drake'el
 Ochúr: Srég Chgá Njú, Prince of the Dragons of Ghatón
 Based: Ghatón, now at Kái
 Arms: Medium Infantry have leather coats with bands of chlen-hide, helmets of bronze, long heavy swords, wicker shields of violin shape, heavy cloaks, boots with



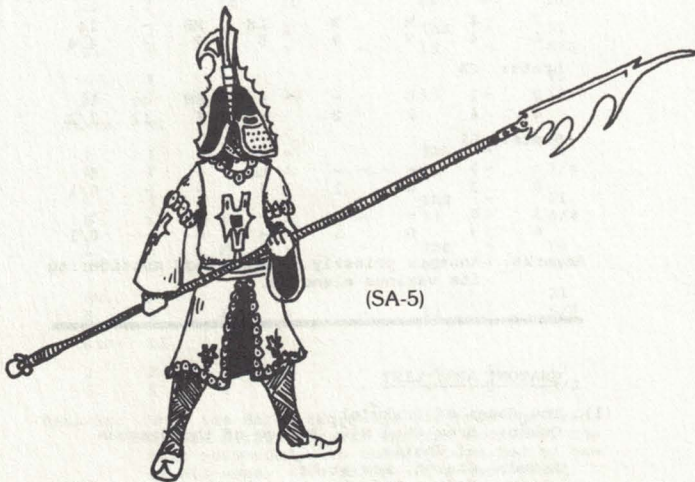
(YK-31, -32; SA-9)



(YK-37, -38)



(SA-1, -11)



(SA-5)



(SA-5)

rows of small brass bells; Archers have no armour, longbows, small shields; Sérudla have acid which they spit and swords

Strength: 4,000 Medium Infantry, 1,000 Archers, 100 Sérudla

Stats: MI

1	7	Ms	Rs	-	LW+1	-	74
11	9	17	11	-	15	-	11/5
1	5	M	R	-	LWs	-	52
11	8	13	9	-	12	-	8/4
2	4	M	R	-	LWs	-	42
11	8	12	9	-	11	-	7/4
AV.	5						52
11	8	14	10	-	12	-	9/5

Stats: AR

2	2	-	S	-	-	1b	12
8	5	3	4	-	-	6	2/1

Stats: Serudla

100	1	Hs	-	-	LWs	*	1640
13	11	26	26	-	32	24	26/26

Remarks: The Ghatóni are the only humans ever to coax the terrible Sérudla to take part in military operations. This strange creature abounds in Ghatón, and the natives of the place have managed to domesticate a few of them to the point that they can be induced to follow the Ghatóni legions wherever they go. Note that the Ghatóni permit no women in their legions, and no women are ever permitted outside their great clan halls, while foreign women are either forcibly married to Ghatóni chieftains or are slain at once. They are thus contemptuous of Yán Koryáni customs.

(2) The Band of Slashers

Ochúr: Srég Tjão Vibáa
 Bascd: Chatón, now Kái

Arms: Medium Infantry have leather coats with bands of chlén-hide, helmets of bronze, long heavy swords, wicker shields of violin shape, heavy cloaks, boots with rows of small brass bells; Crossbowmen have no armour, small shields, medium crossbows, daggers; Light Infantry have small shields, javelins, leather helmets; Sérudla have large swords, acid

Strength: 4,000 Medium Infantry, 1,500 Crossbowmen, 3,000 Light Infantry, 30 Sérudla

Stats: MI

2	5	M	R	-	LWs	-	52
11	8	13	9	-	12	-	8/4
2	4	M	R	-	LWs	-	42
11	7	12	9	-	11	-	7/4
AV.	5						47
11	8	13	9	-	12	-	8/4

Stats: CB

1.5	2	-	S	-	DG	mc	15
8	5	3	4	-	2	10	2/1

Stats: LI

3	2	L	R	-	-	lj	14
6	5	5	5	-	-	5	1/0

Stats: Serudla

30	1	Hs	-	-	LWs	*	1640
13	11	26	26	-	32	24	26/26

Remarks: With great difficulty the Baron has persuaded the Ghatóni to provide this unit and also the preceding one. The Sérudla are fearsome creatures and have been trained and armoured to fight as part of an organized battle array, but they are not ridden.

COMBAT GUIDE

Stats: XX

1	2	A	B	C	D	E	4
5	6	7	8	9	10	11	12

- 1: Number of troops in thousands, (except Sérudla, which are listed individually)
- 2: Level of the troops, (see old "Empire of the Petal Throne" for levels).
- A: Armour class.
- B: Shield class.
- C: Long weapon, melee weapon class 1 or 2, (Missum miniature rules).
- D: Short weapon, melee weapon class 3 or 4, (Missum).
- E: Missile weapon.
- 4: Cost in points per figure.
- 5: Morale rating.
- 6: Magic defence rating.
- 7: Melee defense factor, (Using long weapon/Using short weapon).
- 8: Missile defense factor.
- 9: Long weapon attack factor.
- 10: Short weapon attack factor.
- 11: Missile attack factor.
- 12: Shieldless melee defense factor/ Shieldless missile defense factor.

STATS SECTION ABBREVIATIONS KEY

SH- Super-heavy infantry armour
 H- Heavy infantry armour
 M- Medium infantry armour
 L- Light infantry armour
 -- No armour
 HI- Heavy Infantry
 MI- Medium Infantry
 LI- Light Infantry
 CB- Crossbowmen
 AR- Archers
 AT- Artillerymen

RP- Rapier
 DG- Dagger
 MC- Mace
 AX- Axe
 FL- Flail
 CL- Club
 - - No melee weapon

sc- Short composite bow, bow
 cb- Composite bow
 lb- Longbow
 lc- Light crossbow
 mc- Medium crossbow
 hc- Heavy crossbow
 ld- Light ballistae
 md- Medium ballistae
 lo- Light onagers
 sl- Sling, shot
 st- Staff sling
 lj- Light javelins
 ts- Throwing spears
 tc- Throwing clubs
 bl- Bolas
 - - No missile weapon

LS- Long spear
 SS- Short spear
 SP- Short pike
 LP- Long pike
 HB- Halberd
 PA- Poleax
 TAS, TAX- Two-handed sword, axe
 LW- Long weapon
 SW- Short sword

s - Steel
 +1- Steel +1
 +2- Steel +2
 +3- Steel +3
 p - Poisoned weapon
 f - Fire, (pots usually)
 * - Figure uses two simultaneously
 * - Sérudla acid, (Sérudla only)

PAINTING GUIDE

Legion	Helmet			Body Armour			Shield			L			CL			Standard		
	B	P	T	B	K	T	B	2	T	B	B	T	B	2	2	B	2	2
<u>Yán Kór</u>																		
(1)	mG	bG	D	mG	dG	D	bG	R	D	dG	-	-	bG	D	W			
(2)	mG	bG	D	mG	dG	D	bG	W	D	dG	-	-	bG	W	S			
(3)	mG	dG	S	lg	W	R	lg	W	S	lg	-	-	lg	W	R			
(4)	bG	L	R	L	bG	R	mG	L	R	L	-	-	bG	L	R			
(5)	mG	-	R	mG	dG	R	mG	R	d	L	-	-	bG	R	D			
(6)	mG	-	S	mG	dG	S	mG	S	R	dG	-	-	bG	S	R			
(7)	D	-	mG	F	W	L	L	-	lg	N	-	-	F	lg	D			
(8)	-	-	-	N	W	-	-	-	-	-	-	-	bR	bG	D			
(9)	W	bG	L	W	L	bG	W	L	bG	bG	-	-	W	L	bG			
(10)	Y	bG	L	Y	L	bG	Y	L	bG	bG	-	-	Y	L	bG			
(11)	T	R	D	T	R	D	L	T	D	R	-	-	T	R	D			
(12)	mG	R	D	R	dR	mG	L	R	lg	L	bR	dG	R	L	D			
(13)	L	R	D	R	dO	G	R	L	bG	dR	-	-	R	O	B			
(14)	mG	O	L	mG	O	L	mG	O	L	dN	-	-	mG	O	L			
(15)	N	-	bG	-	lN	L	dN	-	G	-	-	-	G	W	O			
(16)	dZ	-	L	dZ	dG	G	dZ	G	S	dN	G	-	D	G	L			
(17)	lg	W	dR	lg	dR	W	W	lg	R	S	-	-	W	lg	R			
(18)	dY	dR	D	dY	dR	D	bR	dY	D	dR	-	-	dY	G	dR			
(19)	L	lg	D	L	R	D	D	L	R	dN	-	-	G	L	D			
(20)	dZ	-	G	dZ	W	G	dZ	W	G	G	-	-	bG	dB	R			
(21)	L	dG	S	dG	L	S	L	dG	S	L	-	-	dG	L	S			
(22)	C	-	mG	dZ	G	R	C	dG	L	N	dG	-	dG	R	C			
(23)	C	-	R	dZ	G	R	C	dG	L	N	dG	-	R	dG	C			
(24)	S	-	dG	S	R	dG	S	R	dG	dG	-	-	S	R	dG			
(25)	R	lg	L	dR	dG	L	dR	L	D	-	-	-	dR	L	G			
(26)	mL	-	D	mL	W	D	mL	W	G	L	W	-	B	W	G			
(27)	W	G	L	W	G	L	W	G	L	L	-	-	W	G	L			
(28)	mL	-	S	S	G	*	-	-	-	dN	L	-	L	S	D			
(29)	Swirls of Green, Yellow, and Brown																	
(30)	Swirls of Green, Yellow, and dark Red																	
(31)	-	-	-	-	-	-	dN	-	G	-	-	-	-	-	-			
(32)	-	-	-	-	-	-	dN	-	lg	-	-	-	-	-	-			
(33)	dZ	G	I	Z	dG	S	dG	-	I	dZ	-	-	G	dG	*			
(34)	dZ	G	C	Z	dG	S	dG	-	C	dZ	-	-	G	dG	*			
(35)	X	G	*	*	*	*	*	*	*	*	-	-	G	G	*			
(36)	-	-	-	G	-	*	dN	-	D	-	-	-	-	-	-			
(37)	mG	G	C	mG	W	R	mG	G	C	mG	-	-	G	W	D			
(38)	mG	G	C	mG	G	Y	mG	G	C	mG	-	-	G	Y	D			

Legion	Helmet			Body Armour			Shield			L			CL			Standard		
	B	P	T	B	K	T	B	2	T	B	B	T	B	2	2	B	2	2
<u>Sag Allaqi'</u>																		
(1)	L	G	O	L	G	O	L	G	O	-	-	-	L	G	O			
(2)	dZ	F	-	dZ	-	-	dZ	G	F	-	F	-	G	F	D			
(3)	dG	dF	G	dN	O	-	O	-	-	-	-	-	dN	G	O			
(4)	dG	-	D	lg	W	G	W	G	-	-	-	-	W	F	G			
(5)	S	-	W	S	W	L	S	W	L	-	-	-	L	W	O			
(6)	dO	L	dR	dO	dR	L	dO	-	L	-	-	-	lO	dO	L			
(7)	dZ	-	G	dZ	G	-	-	-	-	-	-	-	O	G	dG			
(8)	dF	-	-	dFR	L	-	R/L	Chequered	-	-	-	-	R/L	Chequered	-			
(9)	-	-	-	-	-	-	dN	-	O	-	-	-	-	-	-			
(10)	dZ	-	-	dZ	-	-	-	-	-	-	-	lN	dN	-	L	W	-	
(11)	D	-	-	D	dN	L	G	-	O	-	-	-	dO	G	O	G	L	
<u>Pijéna</u>																		
(1)	dG	-	S	dG	lB	S	dG	-	S	-	-	-	dG	lB	S			
(2)	T	lB	G	T	lB	G	T	lB	D	-	-	-	T	lB	D			
<u>Chayáku</u>																		
(1)	dG	bR	-	dG	bR	W	-	-	-	-	-	-	bR	dO	W			
<u>Milumanayá</u>																		
(1)	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*			
(2)	N	lY	dY	N	lY	dY	G	-	N	-	-	-	Y	W	dN			
(3)	dN	lB	B	dN	L	-	lN	dN	L	-	-	-	B	N	L			
<u>Ghatón</u>																		
(1)	dF	Y	L	N	dY	Y	N	-	Y	-	L	Y	L	dY	Y			
(2)	dF	W	L	N	dY	W	N	-	W	-	L	W	L	dY	W			
(3)	dF	R	L	N	dY	R	N	-	R	-	L	R	L	dY	R			

Nonhuman Body Colors:

Shén: Males; black. Females and Egg-layers; black to dark gray on the undersides.
Hláka: Dark brown to gray; Females light gray. About three in four will be males.
Ahoggya: About 75% brown; 15% gray; 5% black; 5% buff colored.
Sérudla: iridescent pearly grey scales; shading to greenish or whitish grey on the undersides
Humans: Floquil M80 "Samoa" recommended.

PAINTING GUIDE KEY

The painting guide is divided in columns; legion number, helmet, body armour, shield, leggings, cloak, and standard. The following abbreviations are used at the tops of these columns:

- B Basic color
- 2 Second major color
- 3 Third major color
- T Trim color
- P Plume or crest color
- K Tunic and/or kilt color
- L Leggings
- CL Cloak

The following abbreviations are used for the colors:

- R Red
- O Orange
- E Red-Orange
- N Brown
- Y Yellow
- G Green
- B Blue
- P Purple
- L Black
- W White
- F Gray
- D Gold
- S Silver
- C Copper
- I Steel
- Z Bronze
- l Light shade of the color
- d Dark shade of the color
- b Very bright shade of the color
- *

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